

In the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) An apparatus for communicating graphics across a network comprising:

a frame buffer memory for storing and maintaining at least a portion of a previous frame of graphics information, the graphics information being contained in a video signal;

a temporary memory configured to store at least a portion of a current frame of graphics information;

comparison logic for comparing a portion of the current frame of graphics information with a corresponding portion of the previous frame, wherein the portion is an amount less than the entire frame buffer; and

transmission logic for transmitting only the portion of the current frame to a destination computer, if the comparison logic determines that the portion of the current frame of graphics information differs from the corresponding portion of the previous frame by more than a predetermined measure.

2. (Original) The apparatus of claim 1, wherein the frame buffer memory is configured to store an entire frame of graphics information.

3. (Original) The apparatus of claim 1, wherein the predetermined measure is any quantifiable difference.

4. (Original) The apparatus of claim 1, wherein the video signal is an analog video signal.

5. (Original) The apparatus of claim 1, further comprising compression logic for compressing the portion of the current frame before transmission.

6. (Original) The apparatus of claim 1, further comprising a network interface circuit coupled to both the transmission logic and the network, the network interface circuit configured to format and communicate the graphics information over the network to a remote computer.

7. (Original) The apparatus of claim 1, wherein the network comprises a local area network (LAN).

8. (Original) The apparatus of claim 1, wherein the network comprises a wide area network (WAN).

9. (Original) The apparatus of claim ~~[[1]]~~ 6, wherein the network interface circuit is configured to format the graphics information into a plurality of Internet Protocol (IP) packets that are communicated over the computer network to the remote computer.

10. (Original) The apparatus of claim 1, further comprising a second input for receiving a second video signal.

11. (Original) The apparatus of claim 10, further comprising a second frame buffer memory for storing and maintaining a previous frame of graphics information from the second video signal.

12. (Original) The apparatus of claim 10, further comprising a second temporary memory configured to store at least a portion of a current frame of graphics information from the second video signal.

13. (Original) The apparatus of claim 1, wherein temporary memory is configured to store an entire frame of the current frame of graphics information

14. (Original) An apparatus for displaying graphics information received from a remote computer and communicated across a network comprising:

an input for receiving packetized graphics information; and

input logic configured to format and store a portion of a frame of graphics information received at the input into an appropriate location of a frame buffer memory, the portion being an amount less than the whole frame buffer.

15. (Original) The apparatus of claim 14, wherein the input logic further comprises logic configured to decompress received graphics information.

16. (Currently Amended) A method for communicating graphics across a computer network comprising:

storing at least a portion of a frame of graphics information obtained from a video signal;

receiving at least a portion of a current frame of graphics information;

comparing a portion of the current frame of graphics information with a corresponding portion of the stored frame of graphics information, wherein the portion is an amount less than the entire frame buffer;

if the compared portion of the current frame of graphics information differs by at least a predetermined amount from the corresponding portion of the stored graphics information, then transmitting the compared portion of the current frame of graphics information to a destination computer; and

if the compared portion of the current frame of graphics information differs by at least a predetermined amount from the corresponding portion of the stored graphics information, then overwriting the corresponding portion of the stored graphics information with the compared portion of the current frame of graphics information.

17. (Original) The method of claim 16, wherein the step of receiving at least a portion of the current frame of graphics information more specifically comprises receiving an entire frame of graphics information.

18. (Original) The method of claim 16, further comprising compressing the compared portion of the current frame of graphics information before transmitting to the destination computer.

19. (Original) The method of claim 16, wherein the predetermined measure is any quantifiable difference.